HERE'S AN EXCITING SPACE GAME. MYSTERIOUS ENEMY ATTACK THE EARTH!

ANDROMEDA

DIMENSIONS
Height 25"~29"
Width 33"
Depth 22"
Weight 99lbs

- Player's Beam-Cannon can be moved from side to side by the lever Beams to destroy "ANDROMEDA-SHIPS" are fired by pressing the button
- Bonus Points(99 X 10) shown at bottom of the screen decreases if only the stationary "ANDRO-SHIPS" are destroyed, but the counter stops when attacking "ANDRO-SHIPS" are destroyed.
- "ANDRO-SHIPS" are continuously recruited unless the protected "COMMANDER-SHIP" is destroyed (between 500-900 points) When the "COMMANDER-SHIP" is destroyed, the remaining "ANDRO-SHIPS" will launch a general attack
- When all "ANDRO-SHIPS" are destroyed, a new screen image of all ships will appear again Bonus Points shown at the bottom of the screen will be added to player's total points, as player resumes the game

SCORING SYSTEM

ANDRO-SHIP

stationary 10

attacking 40

COMMANDER SHIP

500~900

Each time the pattern changes, it has Bonus-Points.

- An additional Beam-Cannon is won by player when player have gained 5,000 points

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